

**Creation of *Poseidon's World: Adventures of the Aegean* Board Game**

**An Honors Thesis (HONR 499)**

**By**

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## Abstract

In Ancient Greece, water was the way people got around. Before anyone would leave on a journey that involved the sea, they would give the Greek god Poseidon his sacrifices for fear that he would be upset and wreck their travels. He was the god of the sea, making him one of the most important gods in the Olympic pantheon. In speech-language pathology, board games are regularly used to incorporate therapy and to keep the client involved. In this project, a journey across Greece and the incorporation of therapeutic techniques are combined to create a board game that would be informative and entertaining to use in a therapy session while educating children about Ancient Greece.

## **Acknowledgements**

I would like to thank Dr. Christine Shea for being my advisor throughout the thesis process. She inspired me to go to Greece and helped usher me through this project. Her knowledge and creativity helped me go above and beyond in my endeavor.

I would like to thank Taylor Gardner for helping me with the finer details of my project and keeping me motivated.

I would like to thank Trisha Givens and Marisa Hendrickson for inspiring me to stick to my goal of finishing this project and to not procrastinate throughout the semester.

I would like to thank my family for funding my Greece trip last summer and allowing me to fulfill a years long desire of seeing the places of my dreams.

## Table of Contents

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Abstract.....	2
Acknowledgments.....	3
Poseidon: The God, His Symbols, and His Relationships.....	5
Inspiration for the Game.....	6
Reasoning Behind the Name.....	6
Building the Game Board.....	7
<i>Poseidon's World</i> : Set-Up.....	8
<i>Poseidon's World</i> : Gameplay.....	8
Choosing the Stops.....	9
Significance of the Stops.....	10
Poseidon Cards.....	10
Distributing/Marketing.....	11
Use and Modification in Therapeutic Settings.....	11
Bibliography.....	13
Color Version:	
Game Instructions.....	19
Map.....	20
Poseidon Cards.....	24
Ship Game Pieces.....	28
Black and White Version:	
Game Instructions.....	29
Map.....	30
Poseidon Cards.....	34
Ship Game Pieces.....	38
Other:	
Map Guide.....	39
Scorecard.....	42
PDF Version.....	.. Insert



## **Poseidon: The God, His Symbols, and His Relationships**

Poseidon is the god of the sea, of horses, and of earthquakes. He is the son of titans Rhea and Cronus. When the world was divided into three parts, Poseidon received the sea, Zeus the sky, and Hades the underworld. He wanted to be the patron of Athens. He gave the people of Athens a spring of salty water while Athena gave them an olive tree. Athena won the competition, thus winning the patronage of Athens. He did have a dark side, like most of the gods do. He saw the beautiful maiden Medusa, of the Gorgons, and decided that he had to have sex with her. He raped her in Athena's temple, and Athena walked in on them. She cursed Medusa to have a face that would turn a man to stone and hair that were snakes. She was pregnant with two of Poseidon's children when killed by Perseus. The children were Pegasus and Chrysador.

Poseidon's symbols are the trident, the horse, and the dolphin. The trident is symbolic of his power and his anger. When he got mad at other gods or at humans, he would strike his trident on the ground and cause something to happen, such as an earthquake or a storm. The horse is powerful and strong, like him. The dolphin flows through the water and is like a water horse.

His relationships to others were numerous. His wife, Amphitrite, had a son named Triton who was half human and half fish. He impregnated Medusa and had two children. He chased after his sister, the goddess Demeter, and had sex with her. He has had sex with at least eighty women in mythology, some of who are related to others he had sex with. He could be a vindictive when he was angered, like when Odysseus stabbed his son Polyphemus in the eye. He would whip up a storm or an earthquake or rile the horses

when the need struck him. Appeasing Poseidon was a very important part of any journey that would be on the water or be using horses.

### **Inspiration for the Game**

I was inspired to create the game through my experience in speech-language pathology and my interest in classical culture. In speech-language pathology, clinicians regularly use different types of games that can be used to reward a client for good behavior or to be used as a way to get clients involved in therapy. I went on a trip to Greece in the summer of 2013. On this trip I learned about many different parts of Greece and their significance to mythology. I decided to tie my experience and my interest together and create a product that could be used in a therapy session.

### **Reasoning Behind the Name**

The game is called *Poseidon's World: Adventures of the Aegean*. I chose this name because of the significance of water in ancient Greece. Water is the way people traveled around in the ancient Mediterranean, and it is still how many people travel around today. Poseidon is the Greek god of the sea. He was known for being vindictive to those who made him angry and for helping those who gave him his dues. Poseidon had many different sites of worship and worked along with many other gods to rule over ancient Greece. The Aegean is a reference to the Aegean Sea, where the majority of the islands in the game are located. The Aegean Sea was named after Aegeas, a king who threw himself into the sea when he thought his son had died. The Aegean Sea is about 83,000 square miles of water. Water was the inspiration for many different stories in

Greek mythology and was how the Greeks got around. I did use different stops that weren't in the Aegean, such as Ithaca and Sparta, because they were significant in Greek culture. Ithaca was the home of the epic character Odysseus and Sparta was the home of the legendary warriors the Spartans.

### **Building the Game Board**

When I started to build the game board, I looked online at a map of Greece. I printed off a small map and drew a 4x4 grid on the paper. I then took four medium size index cards and used each 2x2 grid to draw a bigger map. I chose this route instead of printing off an outline of Greece and enlarging it on several pieces of paper because I wanted my map to not have every single island in Greece. I wanted the islands and areas of Greece that I would specifically be using to be on the map, while still being mostly geographically correct. After getting the map to be the size I wanted (one quadrant per piece of paper), I drew circles at each stop on the map. I numbered the circles 1-17. In between each circle, I put a varying amount of smaller squares that were used for Poseidon cards. These Poseidon cards are going to be explained in the next section. I created a black and white and a color version of the game board. I chose to do both to take into consideration different types of therapy sessions. I wanted to provide a ready-to-use color version. The color version has all of the stops and Poseidon cards colored in so that if a speech-language pathologist (SLP) is in a pinch and needs to use a game quickly, he or she can go to the computer, follow the set-up instructions, and it will be ready to use. If the therapist wants to incorporate the client into the preparation of the game, he or

she can use the black and white version. The therapist can have the client pick out four colors and color in the different spaces however he or she wants.

### ***Poseidon's World: Set-Up***

To set up the game, the first step is to download the PDF file to a computer. Then, open the file and print off the 14 pieces of paper (4 for the map, 4 for the cards, 1 for the game pieces, 1 for the instruction sheet, 3 for the information sheet about the stops, and 1 for the scorecard). Then cut the edges on the map with numbers on them. Line up the numbers and tape those sides together. Cut out the game pieces and fold them so that they will stand up. Write the names of the players and their color of game pieces on the scorecard. Cut out the Poseidon cards.

Additional materials that are needed to play the game are computer paper/cardstock, tape, one dice, scissors, pen/pencil, index cards, and markers if needed. The computer paper/cardstock is to print off the file. The tape is for putting the map together. The one dice is for forward movement. The scissors are for cutting out the gamepieces and the map. The pen/pencil is to keep score. The index cards are for the Poseidon cards if the SLP wants them to be stronger than computer paper. Together, these additional materials would be of very minimal cost to the average practicing SLP.

### ***Poseidon's World: Gameplay***

- To start, each player rolls the dice. The person who rolls the highest number goes first. If the same number is rolled, then the person whose birthday is the closest to June 30<sup>th</sup> goes first. The game will go clockwise to the next player.

- Each player gets one roll of the dice. The player moves forward that many squares on the dice and then draws a card that is the space the player lands on. Follow the instructions on the card.
- When you reach a circle, you automatically earn two water points. These are only earned the first time you reach a circle. If you are sent back, you do not get those points a second time.
- To land on Crete, you must roll the exact number of spaces it takes to reach the circle. The first person to reach Crete will earn five water points, the second will earn four water points, the third will earn three water points, the fourth will earn two water points, and the fifth will earn one water point. Once on Crete, the player is safe from other players' actions.
- If there are one or more players on Crete waiting for the other players to finish the game, they earn one water point per the active player's turns. There is no maximum amount of water points the finished players may earn while waiting.

### **Choosing the Stops**

I chose the different stops because of their significance in Greek history, myth, or trade. Each stop is important to the Greek heritage. Included in the game will be a list that the therapist can read to the child about each stop. It is a kid friendly list that makes the stops accessible to the 9-12 year old age group. Another consideration in regards to the different stops was the proximity to water. It would be very difficult to have a game based on Poseidon, the god of the sea, if the game was not centered near water. Each stop is on or within 50 miles of the Aegean Sea. I chose this distance because it would be an

acceptable distance for a pilgrimage to see certain sites. The stops were also chosen because of my familiarity with some of them (Delos, Naxos, Santorini, Athens, Corinth).

### **Significance of the Stops**

On the “Map Guide” (p. 39), there is an explanation for each of the stops. There is a blurb about each one so that the therapist can incorporate the history and/or mythology of each place into the therapy session if it will fit the client and the flow of the session.

### **Poseidon Cards**

There are four types of cards used in the game. They are adventure, water, experience, and good winds. Each type of card has a different set of moves behind it. The adventure card is a stop card. It makes the person who drew it be stuck, miss a turn, accelerate a competitor, give back money, or go back a variable amount of spaces. The water cards are used to gain points. They are increments of 1, 2, 3, 4, 5, and 6 points. Water points can be gained throughout the game by drawing a water card or by drawing a different card that has water points on it. Water points can also be taken away. Experience cards can be good or bad. They are the chance cards. These cards are used to gain points, lose points, move ahead to the next circle, move back to a previous circle, move ahead squares, move back squares, and to be stuck on a space. The last kinds of cards are good winds cards. These cards are used to move the game faster. These cards can move a player ahead several squares or circles, gain water points, roll again, and send competitors back. I was inspired by the games Candyland, the Game of Life, Sorry, and Trivial Pursuit. I used the board concept from Candyland. I liked how there were

different colors on the board. I used the Game of Life's idea of traveling through a time period and having to stop along the way and earning money throughout the game. I used Sorry!'s ideas of being competitive by sending people back to the start, sending them back spaces, or sending them back to another circle. I wanted to use Trivial Pursuit's idea of incorporating a knowledge element to the game, so I created a sheet that explained each stop's significance to Greek culture.

### **Distributing/Marketing**

*Poseidon's World* will be distributed in a PDF format on online platforms such as Teacherspayteachers.com, pinterest.com, superduperinc.com, and so on. I chose this format instead of the traditional cardboard backing and plastic pieces because I want this to be available with the click of a mouse. Ideally, I would charge \$5 per game because it did take time to develop and is more complex than a worksheet. The PDF file will contain the map game board, Poseidon cards, game instructions, game pieces, scorecard, and supplement. Together, these are 14 pages. An SLP could laminate the pages and Velcro the map together so that it will stay in one piece. Another way to market the materials would be to attend the American Speech Language Hearing Association's National Convention. It would allow me to market my product to a wider audience while drawing attention to other materials that are on the Internet and available to download.

### **Use and Modification in Therapeutic Settings**

In speech-language pathology, there are many different reasons that a child may need to have therapy. One reason could be expressive or receptive language deficits. This

means that a child has difficulty telling information to others or understanding what is being said to him or her. Another reason is pragmatic difficulty. Pragmatics are the social cues that we receive from others that help us respond. Another reason is articulation, the way that sounds are said. *Poseidon's World* could be used in a variety of clinical settings. With language therapy, the game could be used to build different skill sets. The game could be modified so that the client has to identify colors, numbers, or shapes. The client could read or be read the Poseidon cards and asked to follow the directions. The client could explain a specific subject and be asked questions to see if the client understands. With pragmatic therapy, the client would be taking turns during the game. He or she would be passing dice. The client would be making eye contact and be asking questions about what is happening. For articulation therapy, the SLP could write target words or sounds on the opposite side of the Poseidon cards and have the client say the sound before and/or after the action is taken. Another way the game could be used in therapy is as a reward. The SLP could have the client work throughout the session to earn tokens to gain playing time. This works as a motivator for some children who have difficulty with attention or if the task is tedious. *Poseidon's World* can be modified in many ways, some of which I haven't thought of.



## Bibliography

1. American Speech-Language-Hearing Association. (2007). Scope of practice in speech-language pathology [Scope of Practice]. Web. 31 March 2014.  
<http://www.asha.org/policy/SP2007-00283/#sthash.ps72t9xd.dpuf>.
  - a. I used the ASHA website to describe the different types of services that could be used in therapy. This source was helpful in finding different ways that the board game could be helpful to a wide variety of issues. This website also provides information about the National Convention which would allow for marketing.
2. Astakos Primary School. "Greece Outline Map". Web. 28 March 2014.  
<http://astakoselementary.blogspot.com/2012/04/greece-outline-map-mappa-mutadella.html>
  - a. This source was used for reference while creating the map of Greece. I printed off a copy, traced over it with a sharpie marker, and then proceeded to enlarge the copy by hand.
3. "The benefits of board games". Scholastic. Web. 24 Jan. 2014.  
<http://www.scholastic.com.proxy.bsu.edu/parents/resources/article/creativity-play/benefits-board-games>
  - a. This source was used for the section "Use in Therapeutic Settings". In the article, they talked about how board games can be used to teach children different skills and about the effect of winning on a child's self-esteem.
4. Carpenter, Thomas. *Art and Myth in Ancient Greece: a handbook*. New York: Thames & Hudson, 2006. Book.

- a. This book was used for inspiration about the selection of different places and how to approach the Poseidon myth.
5. Comte, Fernand. *Mythology*. New York: Chambers, 1994. Book.
  - a. This book was used as a reference about Poseidon and his progeny.
6. Dodge, B.J. "First steps in board game design." San Diego State University. Web. 30 March 2014.  
<http://edweb.sdsu.edu/courses/edtec670/boardgame/boardgamedesign1.html>
  - a. This website was very helpful in helping me design my game and develop my ideas. I used the different steps to help me expand my scope and create a more complex game. The section on chunking was useful in that it explained why some elements are more important than others, such as probabilities and paths instead of pieces.
7. Dubin, Mark. *The Greek Islands*. New York: Eyewitness Travel, 2007. Book.
  - a. This guidebook to the Greek islands was useful in writing the supplement about the stops. I used information about Ithaca, Aegina, Skyros, Thassos, Samothrace, Lesbos, Delos, Naxos, Santorini, and Crete.
8. "The Game of Life." Wikipedia. Web. 29 March 2014.  
[http://en.wikipedia.org/wiki/The\\_Game\\_of\\_Life](http://en.wikipedia.org/wiki/The_Game_of_Life)
  - a. I used this article to check the facts of the game and the gameplay. I looked at the reasoning behind certain elements and adapted them to my game.

9. "How to learn board game design and development". David Silverman. Tuts+. Web. 25 Jan. 2014. <http://gamedevelopment.tutsplus.com/articles/how-to-learn-board-game-design-and-development--gamedev-11607>
- a. I used this article to develop the rules and choices for the game. The article included questions that made the game more developed and to create good mechanics. It showed me that my idea needed to be complex but easy to follow. If the idea weren't complex enough, then the game would fail. If it weren't easy to follow, then the player would become frustrated and not play anymore. It talked about being patient while developing the game, because a game that is thrown together won't be as successful. It also talked about keeping the files accessible to other people by keeping the color to a manageable level and keeping them on an 8.5x11" format.
10. James, Vanessa. *The Genealogy of Greek Mythology*. New York: Penguin Group, 2003. Book.
- a. I used this book as a source for the Poseidon myth, specifically his many lovers and children.
11. Maclean, William. "So you've invented a board game. Now what?" William Maclean Games. Web. 24 Jan. 2014. <http://www.amherstlodge.com/games/reference/gameinvented.htm>
- a. This source was helpful by introducing me to the SWOT method. The SWOT method is where the creator analyzes the strengths, weaknesses, opportunities, and threats of the game. The article also helped me start out

the process by explaining that the idea behind the game should be worked out before the nitty gritty details are started on.

12. Manusos, Dominick O., Joe R. Busby, and Aaron C. Clark. "Authentic Design in Gaming: Changing the Rules of Play." *Technology & Engineering Teacher* 72.8 (2013): 8-13. *Academic Search Premier*. Web. 24 Jan. 2014.

- a. This article discussed how important critical thinking is to the creative process. It talks about how altering small parts of a game can change it drastically and the change can be good or bad. I also used this resource to connect to other resources and websites. It also talks about how games have been used in the past to teach school subjects and how children have fallen in love with those games.

13. Morford, Mark, & Lenardon, Robert. *Classical Mythology, 8<sup>th</sup> Edition*. New York: Oxford University Press, 2007. Book.

- a. The Poseidon chapter in this book had more professional language than the other books. It was detailed yet concise in the explanation of who he was, whom he had sex with, and whom he fought with. This book was an excellent resource.

14. Napoli, Donna Jo. *Treasury of Greek mythology: classic stories of gods, goddesses, heroes, & monsters*. Washington, D.C.: National Geographic, 2011. Book.

- a. This source had excellent writing that was written at an age-appropriate level. It had beautiful pictures and lots of information about Poseidon. The

book also had a map and timeline of Greek history that was useful in picking spots throughout the Mediterranean.

15. Schell, Jesse. *The Art of Game Design: a book of lenses*. Burlington: Morgan Kauffman, 2008. Book.

- a. This book dealt with creating video games but also had information about developing fair and consistent games. The book talked about how a game can be perceived and planned out. The book discussed how the experience that the player has is the most important part. If the player doesn't have a good experience, then the game is not effective.

16. "Sorry! (game)". Wikipedia. 29 March 2014.

[http://en.wikipedia.org/wiki/Sorry!\\_\(game\)](http://en.wikipedia.org/wiki/Sorry!_(game))

- a. I used this article to find more information about the game. It was helpful in developing my gameplay and ideas about how some of the Poseidon cards could hinder progress within the game.

17. Kid's Health. "Going to a Speech Therapist." Nemours Foundation. Web. 29 March 2014.

[http://kidshealth.org/kid/feel\\_better/people/speech\\_therapist.html?tracking=K\\_RelatedArticle#](http://kidshealth.org/kid/feel_better/people/speech_therapist.html?tracking=K_RelatedArticle#)

- a. This website describes the role of a speech therapist in easily relatable terms. This article is different from the other article by talking about the different therapies a speech pathologist can provide. It describes how long speech therapy can last and what a normal session looks like.

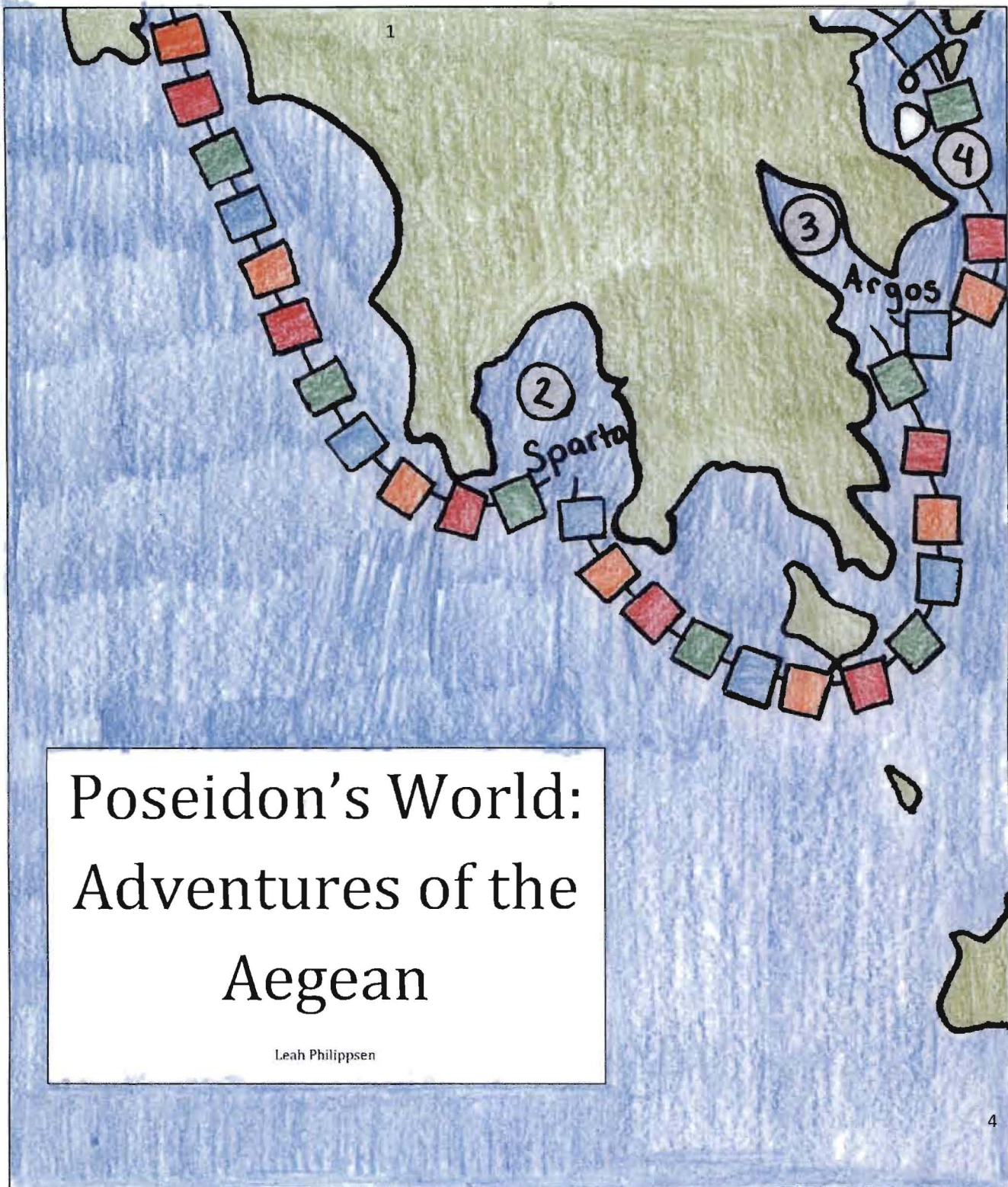
18. Kid's Health. "Speech-Language Therapy." Nemours Foundation. Web. 29 March 2014. [http://kidshealth.org/parent/system/ill/speech\\_therapy.html#](http://kidshealth.org/parent/system/ill/speech_therapy.html#)
- a. This article describes the services provided by speech pathologists. It also talks about what speech pathologists can do in the sessions with activities that involve the client and motivate the client to learn.

# Poseidon’s World: Adventures of the Aegean

Welcome to Greece! You have just arrived in Ithaca to start a long journey. You are the captain of your own ship and of your men. You are starting in Ithaca, the home of the great adventurer Odysseus. You will be traveling around Greece, going on adventures and collecting gold. The end of your journey is in Crete, the birthplace of Zeus. The sea god Poseidon can be your best friend and your worst enemy, so be wary of your actions. Don’t think that this will be an easy journey- there will be raiders, storms, monsters, and of course your fellow competitors along the way! May the gods be with you on your journey!

<b>Objective of the Game:</b> <ul style="list-style-type: none"><li>Your objective is to have the most water points at the end of the game. Whoever has the most points once everyone is on Crete, wins!</li></ul>	
<b>How many people can play?</b> Two to five people	<b>What is the age range?</b> Ages 9 and up
<b>Set-Up:</b> <ul style="list-style-type: none"><li>Print off the map, the Poseidon cards, the game pieces, the scorecard, the supplemental sheet, and the instructions</li><li>Tape together the four parts of the map- they are numbered with sides that line up together (1 with 1, 2 with 2, 3 with 3, 4 with 4)</li><li>Cut out the pieces or use own pieces</li><li>Write down each player’s name and color on the score sheet</li><li>Tape or glue the Poseidon cards onto index cards (each Poseidon card is approximately half of the index card)</li></ul>	<b>Additional Materials Needed:</b> <ul style="list-style-type: none"><li>Computer Paper or Cardstock</li><li>Tape</li><li>One Dice</li><li>Scissors</li><li>Pen/pencil/marker to keep score</li><li>Index cards</li></ul>
<b>Rules of the Game:</b> <ul style="list-style-type: none"><li>To start, each player rolls the dice. The person who rolls the highest number goes first. If the same number is rolled, then the person whose birthday is the closest to June 30<sup>th</sup> goes first. The game will go clockwise to the next player.</li><li>Each player gets one roll of the dice. The player moves forward that many squares on the dice and then draws a card that is the space the player lands on. Follow the instructions on the card.</li><li>When you reach a circle, you automatically earn two water points. These are only earned the first time you reach a circle. If you are sent back, you do not get those points a second time.</li><li>To land on Crete, you must roll the exact number of spaces it takes to reach the circle. The first person to reach Crete will earn five water points, the second will earn four water points, the third will earn three water points, the fourth will earn two water points, and the fifth will earn one water point. Once on Crete, the player is safe from other players’ actions.</li><li>If there are one or more players on Crete waiting for the other players to finish the game, they earn one water point per the active player’s turns. There is no maximum amount of water points the finished players may earn while waiting.</li></ul>	





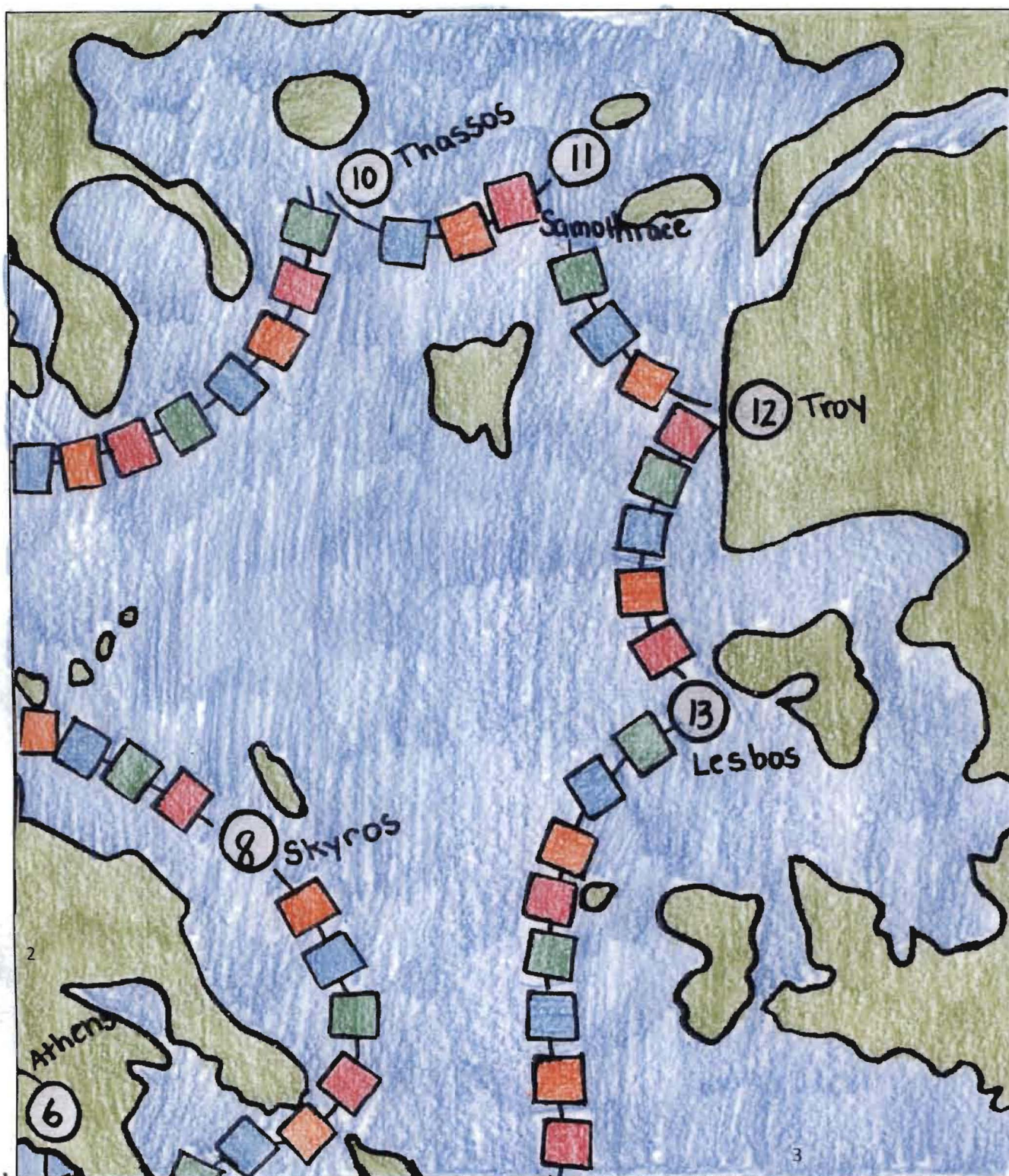
# Poseidon's World: Adventures of the Aegean

Leah Philippsen

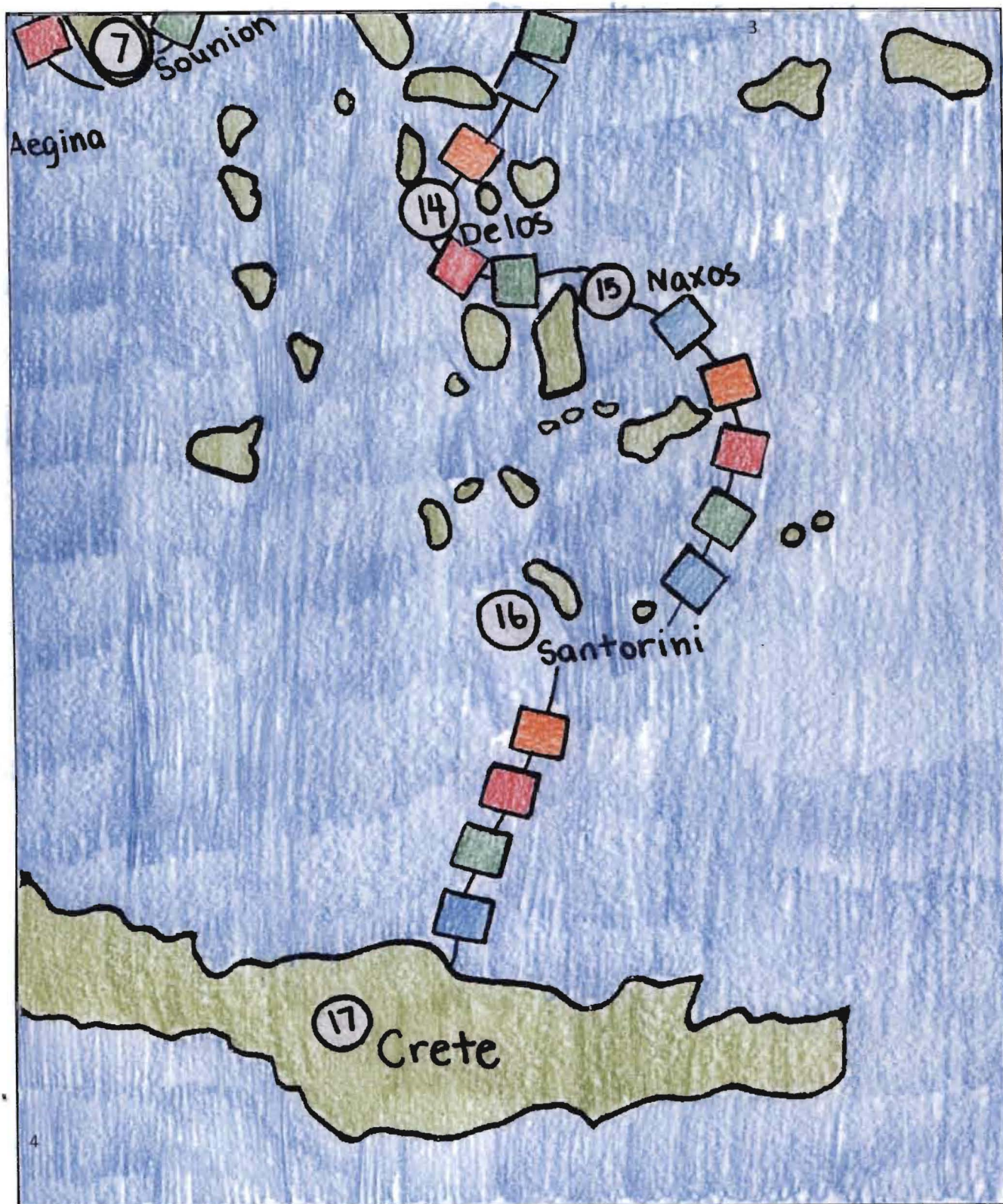














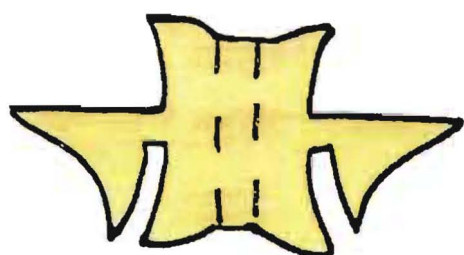
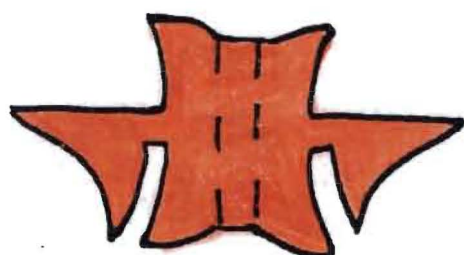
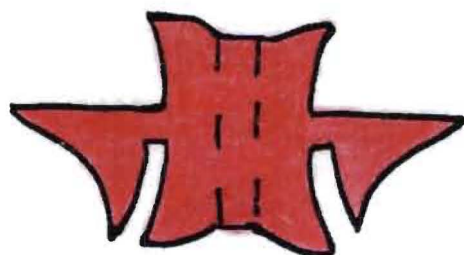
<b>ADVENTURE</b> You lost a ship race. Pick a competitor to go ahead to the next circle.	<b>ADVENTURE</b> Your ship is stuck in a whirlpool! Return 2 water points.	<b>ADVENTURE</b> Your first mate fell overboard! Your ship is stuck until you roll a 2, 4, or 6.
<b>ADVENTURE</b> You lost at cards at one of the ports. Pick a competitor to go ahead to the next circle.	<b>ADVENTURE</b> You bumped into a giant sea monster! Go back two circles.	<b>ADVENTURE</b> Your money fell overboard! Return 3 water points.
<b>ADVENTURE</b> You found raiders and they took all of your gold! Go back four squares.	<b>ADVENTURE</b> You angered Poseidon by insulting his children. Return to Ithaca (#1).	<b>ADVENTURE</b> You found raiders and they took half of your gold! Go back two squares.
<b>ADVENTURE</b> Uh-oh! There is a storm up ahead! Go back two squares.	<b>ADVENTURE</b> Your men got stung by jellyfish! Your ship is stuck until you roll a 2, 4, or 6.	<b>ADVENTURE</b> You angered Poseidon by insulting his wife. Return to Ithaca (#1).

<b>WATER POINTS</b> You gained 1 point! Write it on your parchment and put the card back into the pile.	<b>WATER POINTS</b> You gained 2 points! Write it on your parchment and put the card back into the pile.	<b>WATER POINTS</b> You gained 3 points! Write it on your parchment and put the card back into the pile.
<b>WATER POINTS</b> You gained 1 point! Write it on your parchment and put the card back into the pile.	<b>WATER POINTS</b> You gained 2 points! Write it on your parchment and put the card back into the pile.	<b>WATER POINTS</b> You gained 4 points! Write it on your parchment and put the card back into the pile.
<b>WATER POINTS</b> You gained 1 point! Write it on your parchment and put the card back into the pile.	<b>WATER POINTS</b> You gained 2 points! Write it on your parchment and put the card back into the pile.	<b>WATER POINTS</b> You gained 5 points! Write it on your parchment and put the card back into the pile.
<b>WATER POINTS</b> You gained 1 point! Write it on your parchment and put the card back into the pile.	<b>WATER POINTS</b> You gained 3 points! Write it on your parchment and put the card back into the pile.	<b>WATER POINTS</b> You gained 6 points! Write it on your parchment and put the card back into the pile.



<b>EXPERIENCE</b> You taught a trader something new! You earned <b>2</b> water points.	<b>EXPERIENCE</b> You found a new island! Roll again.	<b>EXPERIENCE</b> You stole food from a king. Give back <b>4</b> water points.
<b>EXPERIENCE</b> Uh-oh! You forgot to pray to the gods before leaving port. Go back three squares.	<b>EXPERIENCE</b> You angered a witch. You are stuck until you roll a 2, 4, or 6.	<b>EXPERIENCE</b> Your men got stung by a massive jellyfish. Go back two squares.
<b>EXPERIENCE</b> A storm is coming! Go back one square to be safe from the storm.	<b>EXPERIENCE</b> You are stuck in a whirlpool. You are stuck until you roll a 2, 4, or 6.	<b>EXPERIENCE</b> JACKPOT! You found a rare animal. Show it to the king and receive <b>10</b> water points.
<b>EXPERIENCE</b> You gave the gods an excellent sacrifice! Move to the next circle.	<b>EXPERIENCE</b> You beat your fiercest competitor in a sailing race! Send one of your competitors back 1 circle.	<b>EXPERIENCE</b> Your men missed the port. Go back one circle.

<b>GOOD WINDS</b> You made Poseidon happy! Skip ahead to the next circle.	<b>GOOD WINDS</b> You made friends with the sea animals! Gain <b>1</b> water point.	<b>GOOD WINDS</b> You won in a footrace. Send one of your competitors back two squares.
<b>GOOD WINDS</b> Your men resisted the urge to steal from the king. Skip ahead to the next circle.	<b>GOOD WINDS</b> You beat your competitors in a battle of minds! Send one of your competitors back 2 circles.	<b>GOOD WINDS</b> JACKPOT! You found an island filled with riches. You gain <b>10</b> water points.
<b>GOOD WINDS</b> You beat a scary sea monster! Roll again.	<b>GOOD WINDS</b> You found a friend marooned on an island. Take 3 water points.	<b>GOOD WINDS</b> You found a reclusive poet. Skip ahead to the next circle.
<b>GOOD WINDS</b> Your men fought off a band of raiders! Roll again.	<b>GOOD WINDS</b> You pleased the gods with a meaningful gift. Go ahead four squares.	<b>GOOD WINDS</b> Your men have pleased the gods with their good behavior. Gain <b>2</b> water points.



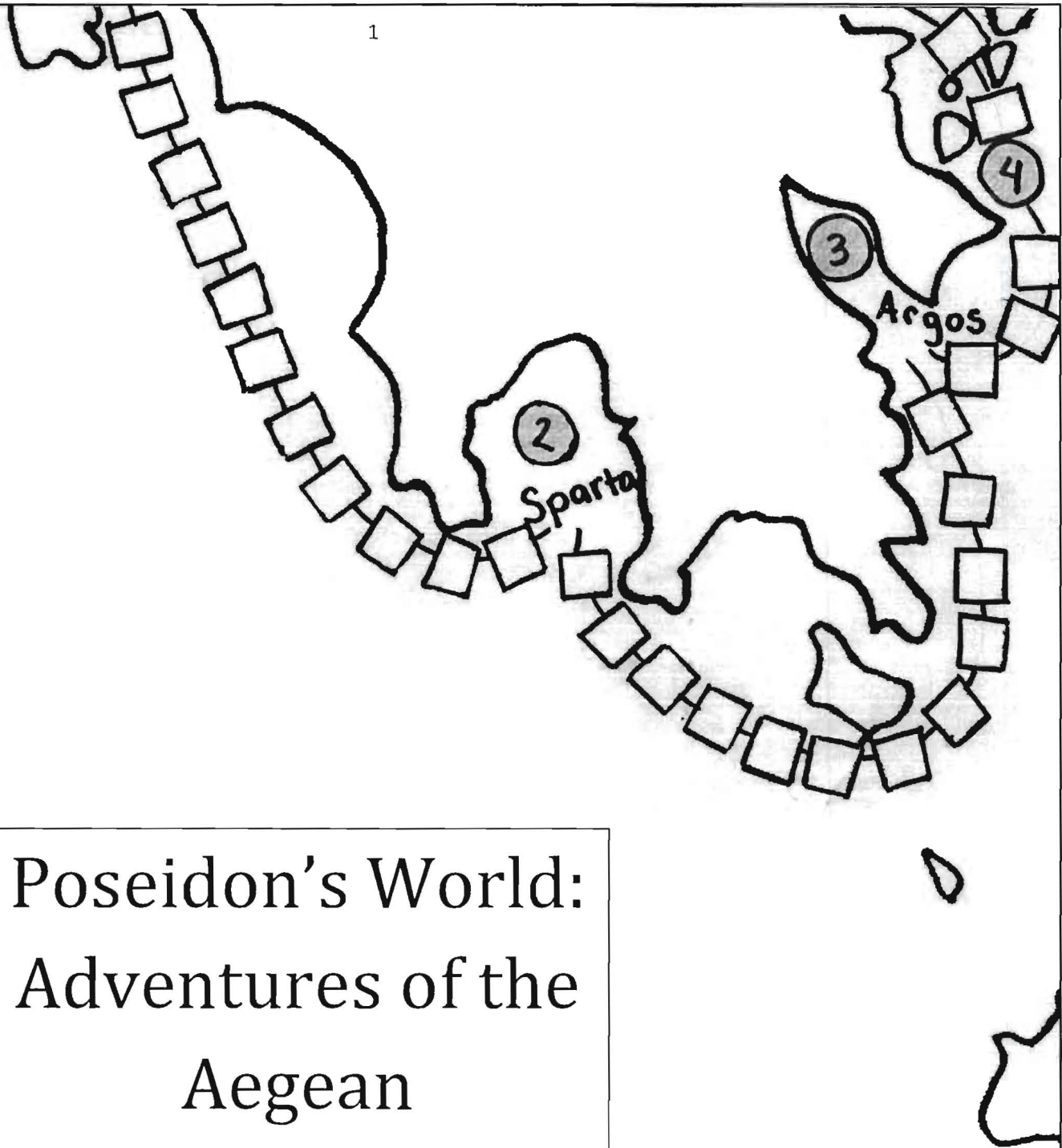


# Poseidon's World: Adventures of the Aegean

Welcome to Greece! You have just arrived in Ithaca to start a long journey. You are the captain of your own ship and of your men. You are starting in Ithaca, the home of the great adventurer Odysseus. You will be traveling around Greece, going on adventures and collecting gold. The end of your journey is in Crete, the birthplace of Zeus. The sea god Poseidon can be your best friend and your worst enemy, so be wary of your actions. Don't think that this will be an easy journey- there will be raiders, storms, monsters, and of course your fellow competitors along the way! May the gods be with you on your journey!

<b>Objective of the Game:</b> <ul style="list-style-type: none"> <li>Your objective is to have the most water points at the end of the game. Whoever has the most points once everyone is on Crete, wins!</li> </ul>	
<b>How many people can play?</b> Two to five people	<b>What is the age range?</b> Ages 9 and up
<b>Set-Up:</b> <ul style="list-style-type: none"> <li>Print off the map, the Poseidon cards, the game pieces, the scorecard, the supplemental sheet, and the instructions</li> <li>Tape together the four parts of the map- they are numbered with sides that line up together (1 with 1, 2 with 2, 3 with 3, 4 with 4)</li> <li>Cut out the pieces or use own pieces</li> <li>Write down each player's name and color on the score sheet</li> <li>Tape or glue the Poseidon cards onto index cards (each Poseidon card is approximately half of the index card)</li> <li>Color the game board and Poseidon cards</li> </ul>	<b>Additional Materials Needed:</b> <ul style="list-style-type: none"> <li>Computer Paper or Cardstock</li> <li>Tape</li> <li>One Dice</li> <li>Scissors</li> <li>Pen/pencil/marker to keep score</li> <li>Index cards</li> <li>Markers/crayons/colored pencils</li> </ul>
<b>Rules of the Game:</b> <ul style="list-style-type: none"> <li>To start, each player rolls the dice. The person who rolls the highest number goes first. If the same number is rolled, then the person whose birthday is the closest to June 30<sup>th</sup> goes first. The game will go clockwise to the next player.</li> <li>Each player gets one roll of the dice. The player moves forward that many squares on the dice and then draws a card that is the space the player lands on. Follow the instructions on the card.</li> <li>When you reach a circle, you automatically earn two water points. These are only earned the first time you reach a circle. If you are sent back, you do not get those points a second time.</li> <li>To land on Crete, you must roll the exact number of spaces it takes to reach the circle. The first person to reach Crete will earn five water points, the second will earn four water points, the third will earn three water points, the fourth will earn two water points, and the fifth will earn one water point. Once on Crete, the player is safe from other players' actions.</li> <li>If there are one or more players on Crete waiting for the other players to finish the game, they earn one water point per the active player's turns. There is no maximum amount of water points the finished players may earn while waiting.</li> </ul>	

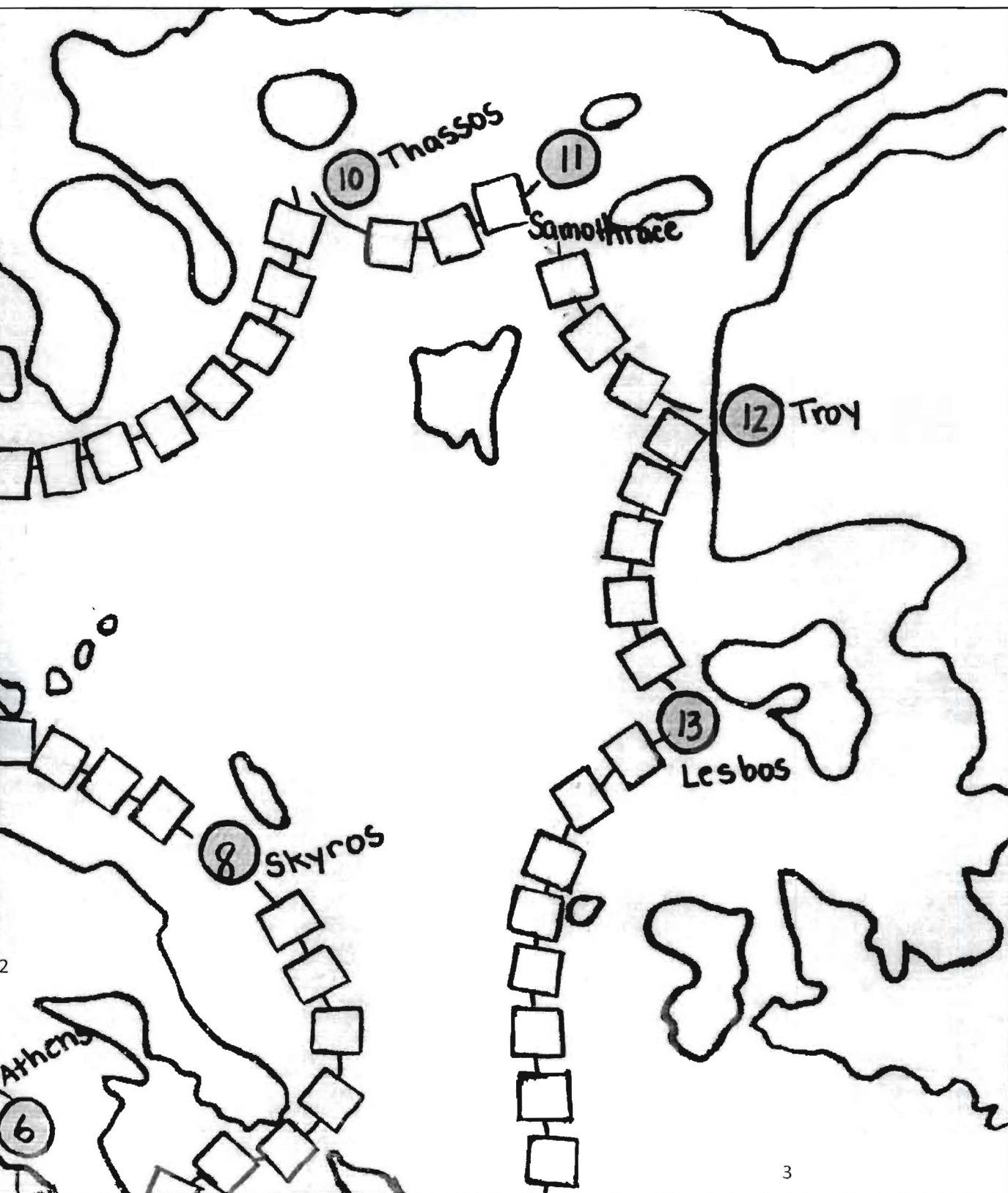
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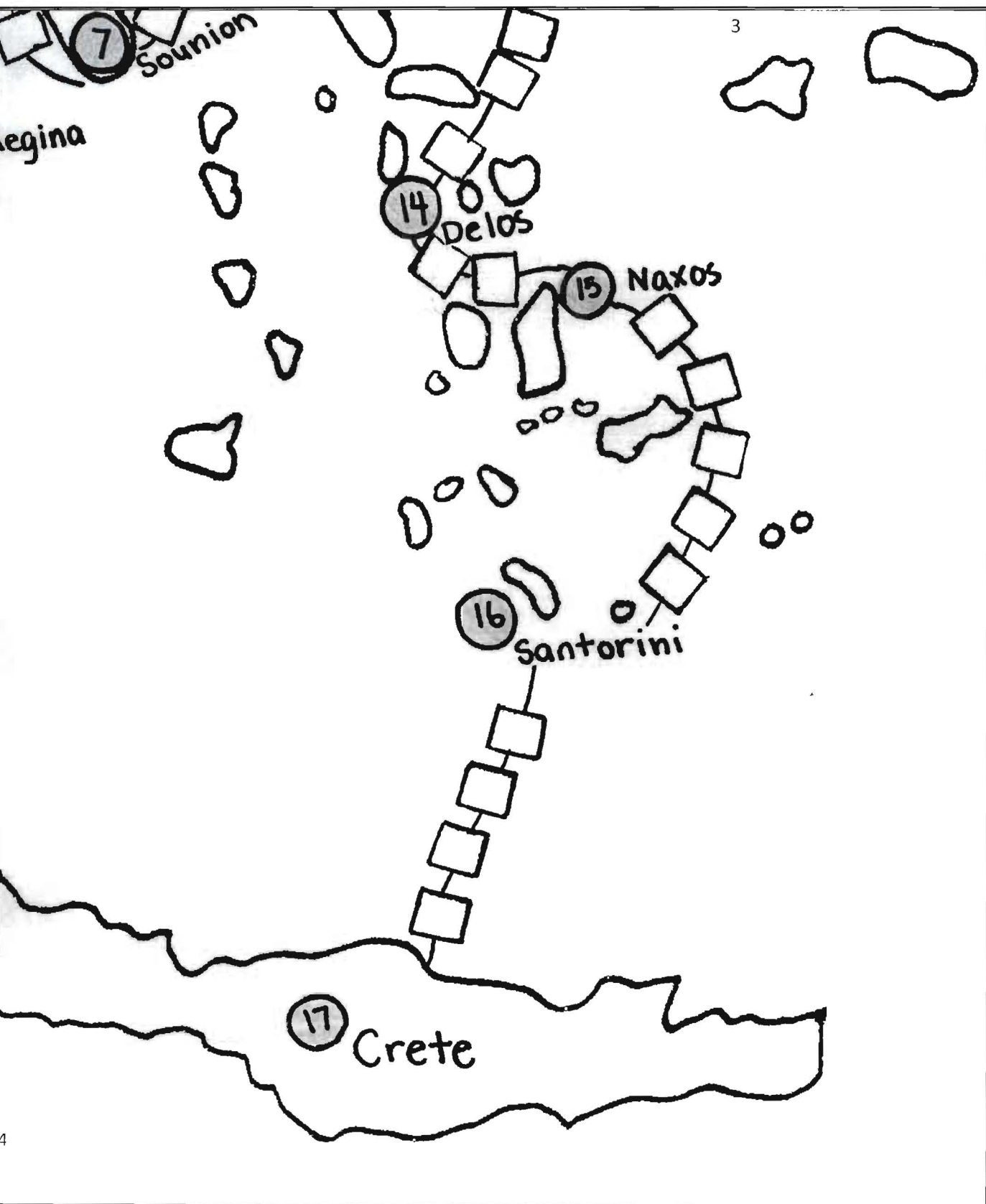


# Poseidon's World: Adventures of the Aegean

Leah Philippsen







<p><b>ADVENTURE</b></p> <p>You lost a ship race. Pick a competitor to go ahead to the next circle.</p>	<p><b>ADVENTURE</b></p> <p>Your ship is stuck in a whirlpool! Return 2 water points.</p>	<p><b>ADVENTURE</b></p> <p>Your first mate fell overboard! Your ship is stuck until you roll a 2, 4, or 6.</p>
<p><b>ADVENTURE</b></p> <p>You lost at cards at one of the ports. Pick a competitor to go ahead to the next circle.</p>	<p><b>ADVENTURE</b></p> <p>You bumped into a giant sea monster! Go back two circles.</p>	<p><b>ADVENTURE</b></p> <p>Your money fell overboard! Return 3 water points.</p>
<p><b>ADVENTURE</b></p> <p>You found raiders and they took all of your gold! Go back four squares.</p>	<p><b>ADVENTURE</b></p> <p>You angered Poseidon by insulting his children. Return to Ithaca (#1).</p>	<p><b>ADVENTURE</b></p> <p>You found raiders and they took half of your gold! Go back two squares.</p>
<p><b>ADVENTURE</b></p> <p>Uh-oh! There is a storm up ahead! Go back two squares.</p>	<p><b>ADVENTURE</b></p> <p>Your men got stung by jellyfish! Your ship is stuck until you roll a 2, 4, or 6.</p>	<p><b>ADVENTURE</b></p> <p>You angered Poseidon by insulting his wife. Return to Ithaca (#1).</p>

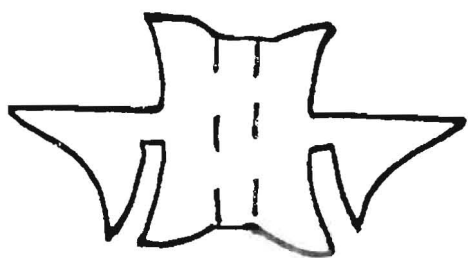
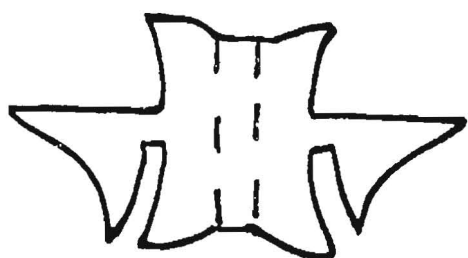
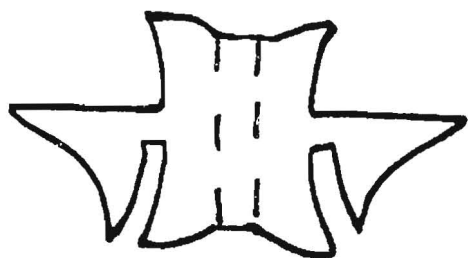
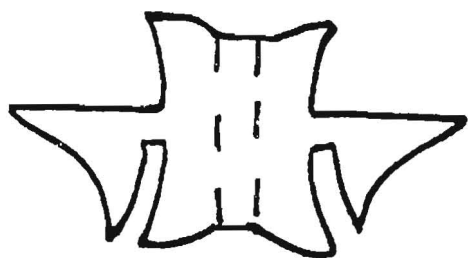
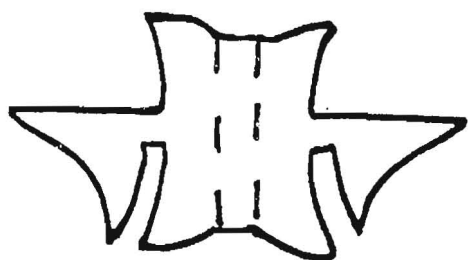


<p><b>WATER POINTS</b></p> <p>You gained <b>1</b> point! Write it on your parchment and put the card back into the pile.</p>	<p><b>WATER POINTS</b></p> <p>You gained <b>2</b> points! Write it on your parchment and put the card back into the pile.</p>	<p><b>WATER POINTS</b></p> <p>You gained <b>3</b> points! Write it on your parchment and put the card back into the pile.</p>
<p><b>WATER POINTS</b></p> <p>You gained <b>1</b> point! Write it on your parchment and put the card back into the pile.</p>	<p><b>WATER POINTS</b></p> <p>You gained <b>2</b> points! Write it on your parchment and put the card back into the pile.</p>	<p><b>WATER POINTS</b></p> <p>You gained <b>4</b> points! Write it on your parchment and put the card back into the pile.</p>
<p><b>WATER POINTS</b></p> <p>You gained <b>1</b> point! Write it on your parchment and put the card back into the pile.</p>	<p><b>WATER POINTS</b></p> <p>You gained <b>3</b> points! Write it on your parchment and put the card back into the pile.</p>	<p><b>WATER POINTS</b></p> <p>You gained <b>5</b> points! Write it on your parchment and put the card back into the pile.</p>
<p><b>WATER POINTS</b></p> <p>You gained <b>1</b> point! Write it on your parchment and put the card back into the pile.</p>	<p><b>WATER POINTS</b></p> <p>You gained <b>3</b> points! Write it on your parchment and put the card back into the pile.</p>	<p><b>WATER POINTS</b></p> <p>You gained <b>6</b> points! Write it on your parchment and put the card back into the pile.</p>

<b>EXPERIENCE</b> You taught a trader something new! You earned <b>2</b> water points.	<b>EXPERIENCE</b> You found a new island! Roll again.	<b>EXPERIENCE</b> You stole food from a king. Give back <b>4</b> water points.
<b>EXPERIENCE</b> Uh-oh! You forgot to pray to the gods before leaving port. Go back three squares.	<b>EXPERIENCE</b> You angered a witch. You are stuck until you roll a 2, 4, or 6.	<b>EXPERIENCE</b> Your men got stung by a massive jellyfish. Go back two squares.
<b>EXPERIENCE</b> A storm is coming! Go back one square to be safe from the storm.	<b>EXPERIENCE</b> You are stuck in a whirlpool. You are stuck until you roll a 2, 4, or 6.	<b>EXPERIENCE</b> JACKPOT! You found a rare animal. Show it to the king and receive <b>10</b> water points.
<b>EXPERIENCE</b> You gave the gods an excellent sacrifice! Move to the next circle.	<b>EXPERIENCE</b> You beat your fiercest competitor in a sailing race! Send one of your competitors back 1 circle.	<b>EXPERIENCE</b> Your men missed the port. Go back one circle.



<b>GOOD WINDS</b> You made Poseidon happy! Skip ahead to the next circle.	<b>GOOD WINDS</b> You made friends with the sea animals! Gain <b>1</b> water point.	<b>GOOD WINDS</b> You won in a footrace. Send one of your competitors back two squares.
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<b>GOOD WINDS</b> Your men fought off a band of raiders! Roll again.	<b>GOOD WINDS</b> You pleased the gods with a meaningful gift. Go ahead four squares.	<b>GOOD WINDS</b> Your men have pleased the gods with their good behavior. Gain 2 water points.



## Poseidon's World: Adventures of the Aegean

**Ithaca-** This is the home of Odysseus from Homer's epics *The Odyssey* and *The Iliad*. It is an island in the Ionian Sea on the western coast of Greece. He was prevented from going home for 20 years after hurting Poseidon's son Polyphemus.

**Sparta-** The woman who started the Trojan War, described in the epic *The Iliad*, is from Sparta. This society was known for its militaristic society and the fierceness of its people. They are known in popular culture by the movie *300* and the Michigan State sports teams.

**Argos-** Perseus, the daughter of Poseidon's brother Zeus and Zeus' lover Danae, is believed to have been born here. Poseidon is recorded as having at least 60 illegitimate children.

**Aegina-** In Greek mythology, she was a daughter of a river god and a nymph. She was abducted by Zeus and had his child Aeacus. Aeacus became the king of the island he was born on, and the island was named after his mother. The island was also a major competitor to Athens.

**Corinth-** The city-state of Corinth was a main trading port in ancient Greece. Corinth is famous for the Temple of Apollo and the Temple of Aphrodite. Corinth is on the isthmus (piece of land connecting two sides) between the Gulf of Corinth and the Saronic Gulf.

**Athens-** The city-state of Athens is rich in history and mythology. In mythology, the Parthenon is where Poseidon and Athena met to decide who would have patronage of the city. Athena defeated Poseidon, who was angered so much that he struck the ground with his trident and created a fountain.

# Poseidon's World: Adventures of the Aegean

**Sounion-** The tip of the Sounion Peninsula is where King Aegeas leapt to his death after believing his son had died. There is a large temple here dedicated to Poseidon. The temple was destroyed in a war and then rebuilt hundreds of years later.

**Skyros-** In mythology, this is where Theseus (a king and hero) died after being thrown from a cliff. In a poem written by Statius, this is where Achilles was hidden from the Trojan War so he wouldn't fulfill a death prophesy. He dressed as a woman and was revealed when Odysseus tricked him.

**Olympus-** This is the highest mountain in Greece. It is the home of the twelve Olympian gods. The gods won the mountain in a war against the Titans, an older group of gods that went against the Olympians. It is said that the first person to reach the summit in modern times was in 1913.

**Thassos-** This is the northernmost Greek island. In ancient times, it was used for gold mining, wine, nuts, and marble. In the myth of the abduction of Europa, her brother Thassos was told to go search for her. He ended up on the island and liked it so much that he stayed.

**Samothrace-** The Sanctuary of the Great Gods is located on this island. Many famous Mediterranean leaders came to the island to be initiated into the island cult. The religion of the island was a mystery to those not initiated into the group.

**Troy-** This is the place where the Trojan Wars were located. Paris was the prince of Troy in *The Iliad*. Troy was sacked during the second Trojan war, making it very difficult to find for modern archeologists and historians.

## Poseidon's World: Adventures of the Aegean

**Lesbos-** Many famous writers and poets come from here. In Greek mythology, Lesbos was the patron god of the island. This island is the third largest in Greece and is very close to Turkey.

**Delos-** The small island near Mykonos is one of the most important mythological sites in Greece. In ancient times, Delos was a site where many different people met and traded even though it had little to no natural resources. Many different religions of the Mediterranean are represented here.

**Naxos-** In Greek mythology, this island is where Zeus was raised as a young god. On his way home to Athens, the hero Theseus left Ariadne here so that he wouldn't have to marry her. Dionysus, the god of wine and festivities, saw how upset she was and tried to comfort her. Naxos was known for its marble and for its potatoes.

**Santorini-** A long time ago, a volcano erupted on the island of Santorini. The ancients read the signs from the earth and left the island. The island is now a caldera, means that the main island is in the shape of a crescent and there are several smaller islands surrounding it. It is thought to be the inspiration for the philosopher Plato's description of Atlantis.

**Crete-** This is the birthplace of Zeus. It is also where Zeus took Europa (a princess) when he kidnapped her and forced her to have his children. This is the island where Theseus came to slay the Minotaur (a half man, half bull). In current times, it is the largest and most populated Greek island.

# Poseidon’s World: Adventures of the Aegean

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